

AMENDMENTSAMENDMENTS TO THE SPECIFICATION:

Please replace the Paragraph 32 presently of record with the following paragraph.

B1 The story execution system 30 includes a story execution server 33, which is a web server, such as an APACHE Web Server, having additional server-side logic that manages the simulation. A content database 34 is linked to the story execution server 33 and delivers to it the media content for the simulation according to the programmed story execution server logic 35 derived from the task model 22 and in response to input from the participants and/or input from the instructor. The story execution server 33 then delivers the media content to the participants' workstations 32 through the participant interface 31, which relies on readily-available web technology to communicate with the story execution server 33. The story execution server 33 also creates and delivers the simulation's web pages in accordance with known web page construction techniques and inserts keyed Hypertext Reference (HREF) Anchors to the interactive controls so that the server can track and relate the participants' actions. The participant workstations 32 can then be web browsers that use plug-in components, such as a SHOCKWAVE Player, and basic scripting for display and interaction with the media. It also allows the participants to use a variety of existing media presentation components without source modification. FIGS. 1 and 2 show three participant workstations 32, although more or less than three may be used as necessary, depending on the number of participants.

Please replace paragraph 39 presently of record with the following paragraph.

B2 Referring to FIGS. 1 and 4, an instructor interface 50 is a web client that communicates as a special class of participant through the story execution system 30 with the content database 34 and the experience manager 40 in order to present to the instructor an event-by-event description of the simulation as it actually unfolds and to display the participants' expected and actual behaviors. In a general gaming application, the game manager or game monitor may use the instructor interface 50 in much the same way as an instructor would. A plug-in, such as Java

Applets or SHOCKWAVE Player, manages the communications from the instructor interface 50 through the story execution system 30 in order to update media event records, call routines that would affect properties that influence the experience manager 40, select alternative media for a participant, or manage the story state. Thus, the instructor may adjust the direction of the simulation to maximize the dramatic and educational effectiveness of the simulation and to interject new elements and information when necessary. The instructor interface 50 includes a heading 51, which indicates the name or number of the simulation. Also present on the instructor interface 50 is an experience manager display 52, a story representation display 53 and a participant display 54. Alerts 41 and corresponding recommendations generated by the experience manager 40 are displayed in the experience manager display 52. The story representation display 53 depicts the expected storyline and the way it is affected by the participants' behavior. The participant display 54, along with various access tools 55, gives the instructor access to all of the participant elements, such as maps, charts, newscasts, tools and so forth. The instructor may preview any or all of these elements and may also modify them as necessary. The instructor interface 50 also includes various other tools, such as an email tool 56 for communicating with participants, a synthetic character development tool 57 for generating and inserting synthetic characters 60 (discussed below), and a clock 58 for keeping track of time in each story state.